SNSP-ASQP-EUR

MALIBU GAMES

SeaQuest DSV™

Instruction Manual

SUPER NINTENDO ENTERTAINMENT SYSTEM

CONTENTS

Welcome Aboard 2
Initiate Simulation 4
Controlling the Simulation 5
The seaQuest 6
Captain on the Bridge 8
Main Control Screen 9
Information Screen 12
Weapon Systems 14
Launch Bay 16
- Crab 17
- Stinger 18
- Sea Speeder 19
- Sea Truck 20
- Hyper-Reality Probe 21
- Darwin 22

UEO Ranking 23
Missions 24
Mission Log 26
Limited Warranty 30

welcome aboard

In your fitful sleep, you dream of adventure on the seas: pirate skirmishes, sunken treasures, lost cities beneath the waves... You awake to the gentle chime of the message pad. Looks official - maybe it's about graduation.

UEO Training Center, Hawaii

Congratulations. Due to your exceptional scores throughout Academy training, you have been invited to participate in a computer-simulated maneuver to evaluate your potential as captain of the seaQuest DSV. You will be expected to perform to the highest standards during this simulation, demonstrating your technical skills as an officer as well as diplomatic skills as a keeper of the peace.

As you know, the United Earth Oceans organization was formed in the hope of bringing together the various confederacies formed beneath the seas. Multinational corporations exploit the vast riches of this unexplored territory, guarding their mines, farms and factories while

MORE>

they prey on their competitors. Industrial sabotage and human error on land cost fortunes – undersea, they cost lives.

The UEO is the law down there, and the seaQuest DSV is enforcer, protector, explorer, and symbol of what we hope the world will become. It is the largest, fastest, most powerful research vessel ever launched. The UEO is looking for the very finest officer to captain this vessel. It is our hope that you are that officer.

Travel and schedule arrangements are attached. Good luck.

Admiral Mori
UEO Central Command

Heavy stuff. You check the address and read it two more times. You've got time to pack and catch the next jump-jet.

Hmmm. Maybe dreams come true after all...

initiate simulation

The enclosed training package contains one seaQuest DSV game pak. Deactivate all on-board power to your Super NES and place the game pak in the Super NES's aft receptacle. This is a one-trainee simulation - attach a game controller to Port One of your Super NES. Reactivate your Super NES. Introductory screens will be followed by technical descriptions of available mission vehicles. Press the Start Button to begin the simulation.

If you successfully complete the simulation and achieve the rank of Petty Officer, you will be awarded active duty on the real seaQuest.

If you fail, the simulation will end.

controlling the simulation

This simulation has been designed as a replica of the bridge controls of the seaQuest.

Further information regarding controlling the seaQuest and its vehicles will be detailed later in this manual. At this time, familiarize yourself with the general button configuration of your Control Pad.

L & R Buttons

Use the L & R Buttons to target the seaQuest's homing missiles.

Press L, R, and A Buttons simultaneously to self-destruct mission vehicles - may be useful on some missions.

Control Pad

X Button

A Button

B Button

Y Button

Select Button

Press to toggle from the seaQuest control to Main Control Screen or to return to the Main Control Screen from other screens.

Start Button

Press to pause.

The seaQuest

The future's most powerful submarine is at your command. The controls for your simulation are the same as the controls of the real seaQuest.

Control Pad: Pilot the seaQuest in any direction. Press Up to move ahead. Press Down to move astern. Press Left to rotate port. Press Right to rotate starboard.

Select Button: Go to Main Control Screen.

Start Button: Pause simulation.

X Button: Surface - hit twice to surface fully.

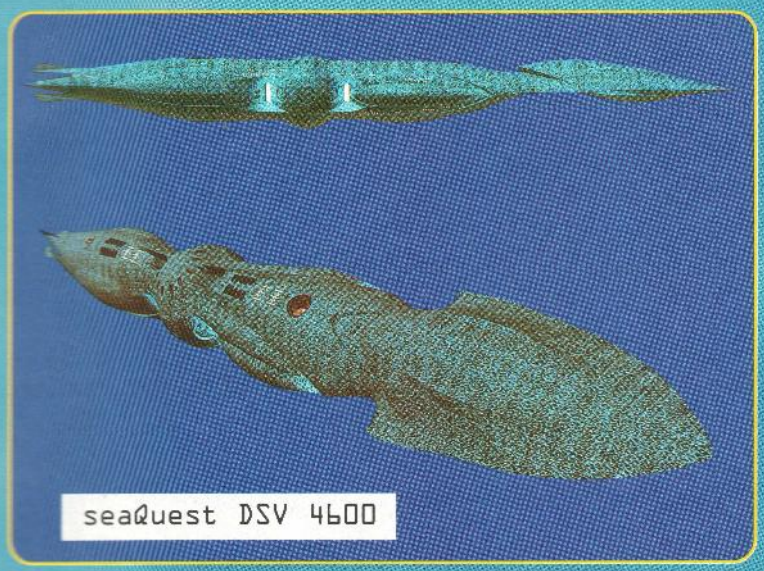
A Button: Dive - hit twice to dive fully.

Y Button: Fire primary weapon.

B Button: Fire secondary weapon.

Left or Right Button: Select a target if a homing weapon has been selected (orange targeting cursor will appear above the seaQuest) see pages 14 & 15 for further information on weapons.

Take care not to crash into or fire upon undersea buildings - Confederations don't take kindly to renegade subs.



DATA: Commissioned by United Earth Oceans Organization in 2018 as the largest, fastest, most powerful submersible in history. Contains both scientific and military personnel and is capable of accomplishing extensive research, defense, and peacekeeping missions. Equipped with a variety of sensory probes and multifunction utility vehicles.

NOTE: Once you begin a mission, you must complete it. If you abort the mission by returning to the seaQuest Main Explore mode, the game will automatically end. On the Main Control screen, press L, R, and Select to exit to the Main Explore mode.

Captain on the bridge

Your simulation has begun, trainee. You must quickly become familiar with the operation of the seaQuest if you are to advance in rank and pass this test of your abilities. The Main Control Screen shows the entire seaQuest bridge. From here, you have access to all ship's systems. Use your Control Pad to move the on-screen cursor to the different buttons. Use the ABXY Buttons to click an on-screen button.

Main Control Screen

In general, your missions will consist of:

1) Receiving an incoming transmission, alerting you to a situation in your quadrant,

2) Using the Information Screen to read the transmission,

3) Using the Navigation Display to locate the mission site with WHISKER probes,

4) Piloting the seaQuest to the mission site to correct the situation, or

5) Launching the appropriate vehicle or vehicles to complete the mission.

main control screen

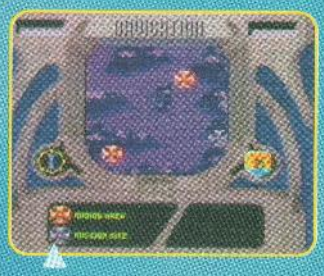
The vehicle display [A] shows the number of each vehicle in the seaQuest's bay, and if Darwin and the Hyper-Reality Probe are on-board. Vehicle descriptions are on pages 17-22.

The weapons display [B] shows how many of each torpedo, missile or mine remains in store and allows you to select which weapon to use. Weapons are assigned to the Y Button and the B Button. Move the on-screen cursor to the weapon you want to use (click on the MORE button to view additional weapons) and press the Y or B Button to assign the selected weapon to the button you press. The weapon assigned to the Y Button will be highlighted in green; the weapon assigned to the B Button will be highlighted yellow. If a weapon runs out, you will see an on-screen message stating OUT OF AMMO and you will have to switch to another weapon. Further information on using weapons can be found on pages 14 & 15.

The INFO button [C] will take you to the Information Screen (pages 12 & 13) which will show important messages. If the seaQuest has an incoming transmission, you will see an on-screen message and the INFO button will flash to alert you.

main control screen

The BAY button [D] will take you to the seaQuest's Launch Bay, where you can select different vehicles to carry out missions. Further Launch Bay information is on pages 16-21. The BAY button will flash when you arrive at a mission sight. If you are not near a mission site, you cannot enter the launch bay.



The NAV button [E] will take you to the Navigation Screen. Here you can use your Control Pad to scroll across a map of your current ocean quadrant. Use the B or Y Buttons to activate the seaQuest's WHISKER probes. Silver X's on the map indicate mission sites. A flashing silver X on the map indicates the origin of the last transmission. Hit the Select Button to return to the Main Control Screen.

The PASS button [F] will take you to the Password Entry Screen. You will receive a password each time you complete a Quadrant. Entering a password in the Password Entry Screen will allow you to start at the beginning of that Quadrant with the same items and money you had when you received the password.

main control screen

Indicators at the bottom of the Main Control Screen display your current funds [G] and your total funds [H]. Funds will be provided by the UEO or by grateful confederations. Current funds are used to purchase items. Total funds are used to indicate cumulative score.

Your current Rank [I] is shown in the text display and rank insignia. You will need to advance your rank in order to complete certain missions. Promotions will be given if you complete missions successfully and demonstrate sound tactical skills. Rank and rank insignia are described on page 23.

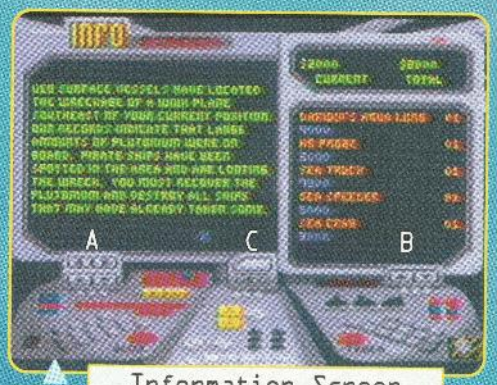
The Mission Summary Display [J] at the bottom of the Main Control Screen shows important messages or a brief reminder of your current mission based on your most recent transmission. Refer to the Information Screen for more detail.

From the Main Control Screen, press the Select Button to pilot the seaQuest to a new location.

information screen

This is where you will receive your first mission briefing. The Information Window will also serve later on to display incoming transmissions from the UEO and its confederates.

To access the Information Screen controls, use the Control Pad to move the on-screen cursor to the buttons at the bottom of the screen and use the ABXY Buttons to click.



Information Screen

Use the buttons under the main display [A] to move left and right through stored messages and to scroll up and down long messages. Read all messages and transmissions carefully; they will give you clues as to how you should proceed.

Use the buttons under the inventory display [B] to scroll up and down the seaQuest's stores. The inventory display shows the name of the items in ship's stores, the number remaining and the replacement cost should an item be lost. Weapons and other items can be purchased using current funds by highlighting the item and pressing the B Button.

information screen

See pages 14-22 for a description of inventory items.

Use the rank status button [C] to display the rank you will need to achieve to complete your current simulation (or ocean quadrant).

Press the Select Button to go to the Main Control Screen.

launch bay

Upon reaching a mission site, you will have to decide which mission vehicle is most appropriate for the task. Read the following vehicle descriptions carefully and read incoming transmissions and mission briefings carefully. At times, more than one vehicle may be needed to complete a mission.

Use your Control Pad to highlight one of the mission vehicles and hit the ABXY Buttons to launch. If the counter for a vehicle reads zero, that vehicle is not in the bay and cannot be launched.

Once a vehicle has been launched, it will appear outside the seaQuest near a pick-up buoy. If you return to this buoy, the vehicle will be taken aboard the seaQuest to be exchanged for a different vehicle or to move on. If a vehicle is damaged on mission, you will be shown a readout of remaining hull integrity. If a vehicle is destroyed, you will return to the launch bay to select another vehicle. Remember, once you start a mission, you must complete it successfully. Do not injure sea life during your mission - you're here to protect them.

From the Launch Bay, hit the Select Button to return to the Main Control Screen.

crab

The crab is a multi-functional mining and recovery vehicle with several manipulator arms.

Armament: Hull-breaching drill.

Armor: High-pressure plastic with steel plating.

Propulsion: Attitude jets.

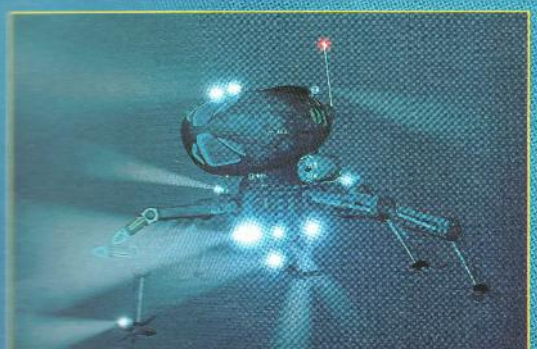
Crew: 2.

Special features: Equipped with thruster jets for upward thrust or for removing sediment for salvage operations.

Control Pad: Move in any direction.

Y Button: Drill into certain materials.

B Button: Fire thruster jets.



Stinger

The Stinger is a one-person attack sub.

Armament: Hydro-pulse laser.

Armor: Bio-organic carbonite plating.

Propulsion: Mechanical tail.

Crew: 1.

Special features: Very fast and maneuverable, the Stinger is capable of moving in all directions.

Control Pad: Rotate left and right.

B Button: Forward thrust.

Y Button: Fire plasma weapon.

sea speeder

The Speeder is a fast, heavily armored transport and defense vehicle.

Armament: Low-charge energy-plasma torpedoes and sonar-directed mines.

Armor: Carbon-fiber plating.

Propulsion: Hydro-jet turbines.

Crew: 2.

Special features: The Speeder serves as a fast, armored shuttle or attack sub.

Control Pad: Move in any direction.

X Button: Turn Speeder about.

Y Button: Fires torpedo.

B Button: Fires Seeker Plasma Charge (SPC)*

*SPC is a homing Plasma Charge that will zero in on the closest enemy target.

Sea Truck

The Sea Truck is a large, multi-purpose transport for people, equipment and supplies.

Armament: High-charge energy-plasma torpedoes and rear-launched proximity mines.

Armor: Steel beams and hull.

Propulsion: Multi-directional jets.

Crew: 2-6.

Special features: Equipped to pick up objects, the Truck is ideal for salvage operations.

Control Pad: Move in any direction.

X Button: Turn Truck about.

Y Button: Fire torpedo.

B Button: Release mine from astern.

hyper-reality probe

Not a vehicle, the H-R Probe is used for exploration, reconnaissance, and repair operations in dangerous situations. The Probe is controlled by a crew member aboard the seaQuest through a virtual reality headset and handpiece.

Armament: Low-energy hydro-pulse laser.

Armor: Carbon plating.

Propulsion: Servo-controlled hydro-jets.

Crew: None (remote-controlled).

Special features: Extension arm is equipped for underwater welding and can be used to activate switches. H-R Probe is capable of diving to extreme depths. Used to repair broken pipes and can withstand great temperatures.

Control Pad: Move in any direction.

A Button: Flip switches.

X Button: Turn probe about.

Y Button: Fire low-intensity weapon.

B Button: Activate welding arm.

darwin

Darwin is a bottle-nose dolphin and a member of the seaQuest's crew. He is highly intelligent and through the use of his underwater rebreathing unit can perform many underwater missions.

Armament: None.

Armor: None.

Propulsion: tail.

Special features: Darwin can activate switches and can swim against strong ocean currents which could disable other craft.

Control Pad: Rotate left and right.

B Button: Swim forward.

A Button: Flip switches.

UEO Ranking

Enlisted:

Seaman Second Class

Seaman First Class

Petty Officer

* (Must achieve this rank to receive active duty)

Chief Petty Officer

Officers:

Ensign

Lieutenant J.G.

Lieutenant

* (Must achieve this rank to advance to next quadrant)

Lt. Commander

Commander

Captain

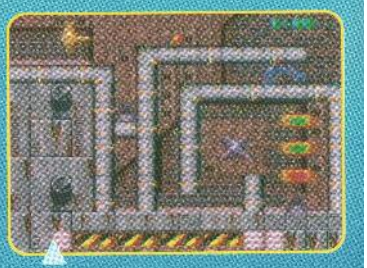
Commodore

Admiral

* (Must achieve this rank to complete the final mission)

missions

You will encounter a variety of missions during your simulation and the active duty that will follow: rescue missions, salvage operations, repairs to damaged facilities, etc. Be prepared for any situation and remember that the seaQuest was constructed to keep the peace. When a confederation calls your ship, it is your duty to help as best you can. When you successfully complete your missions, the various organizations that you help will gratefully contribute funds that will help keep the seaQuest afloat!



Some of your missions (for example rescues and repair of critically damaged equipment) will be timed, and a timer will appear in the upper right of your display to indicate time remaining. Unless you complete timed missions before the timer reaches zero, the mission will fail. If you leave a timed mission, the timer will keep running. To return to the seaQuest's controls from a timed mission, press the L, R, and Select Buttons simultaneously while on the Main Control Screen.

Keep in mind that advances in rank are based upon completing your missions and that you will have to achieve certain rankings before you can proceed to different ocean quadrants.

missions

You may find that the seaQuest will receive multiple transmissions at once, all asking for assistance. As commanding officer, you must set priorities and determine which situations require the presence of your vessel first. If you need to review past transmissions, go to the Information Screen and re-read them - don't worry, you won't lose time by returning to the Information Screen.

As you proceed with your missions, they will increase in complexity and you may find that you will need to use several tactics to achieve your goal. For instance, shutting down a power reactor under attack might involve fighting off pirate submarines with the seaQuest, sending out a Stinger to eliminate small enemy vessels, and then having Darwin flip the switches to close the reactor down.

Be resourceful and read transmissions carefully!

mission log

* NOTE: YOU WILL ENCOUNTER OTHER MISSIONS IN ADDITION TO THE ONES RECORDED IN THIS LOG, AND YOU MAY CHOOSE NOT TO COMPLETE MISSIONS IN THIS ORDER *

* TRANSMISSION LOG * SECTOR D * seaQuest SIMULATION *

RECOVER PLUTONIUM IN PLANE WRECKAGE:

> UEO surface vessels have located the wreckage of a WWII plane. Records indicate that large amounts of plutonium were on board. Pirate ships have been spotted in the area and are looting the wreck. Recover the plutonium and stop the pirates.

RESCUE TRAPPED SHUTTLE CREW

> An exploration vessel has been trapped in a cavern. Its two passengers are still alive but running out of oxygen. Locate the vessel and rescue the crew. Only the Crab is equipped with a docking hatch and must be used to save the passengers.

* TRANSMISSION LOG * SECTOR J * PACIFIC CONFEDERATION *

SPEEDER CHASE

> The seaQuest is stationed south of Pearl Harbor. You will rendezvous with the seaQuest and assume command. Incoming transmissions indicate a large faction of drug smugglers in the immediate area. Return fire if necessary.

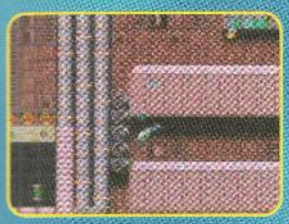
mission log

SEAL LEAKS IN OIL TANKER HULL

> An oil tanker has been sunk by ecological terrorists who are attempting to destroy it. Scan the entire area and use the seaQuest attack subs to defeat the pirates. Any damage to the tanker must be repaired by the Hyper-Reality Probe's welder.

DISARM CITY SECURITY SYSTEMS

> The security system of an undersea city has malfunctioned. You must use Darwin or the H-R Probe to change the display in each of the power switches. There are 8 systems with 3 switches in each system - 24 switches altogether. Avoid destroying security devices.



REPAIR NUCLEAR REACTOR

> The cooling systems of a nuclear reactor have failed and meltdown will occur in 10 minutes. You must use various ships to seal coolant leaks and gain access to the reactor's core. Radiation shielding must be located and used to shield your ship before removing the core.

mission log

* TRANSMISSION LOG * SECTOR 2 * ANTARCTIC SECTION *

GREAT BARRIER REEF

> UEO has discovered that the Morey pirate organization intends to destroy the Great Barrier Reef. They have planted an explosive device at a fragile spot in the reef. The seaQuest must send Darwin to find and defuse the bomb.

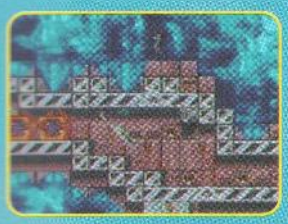
DISPOSE OF TOXIC WASTE

> Morey pirates have been illegally dumping toxic waste in a deep-sea ravine. Current scans indicate Morey activity at the dump site. Eliminate or dispose of all waste canisters. All pirate ships must be destroyed before the seaQuest leaves the area.

DESTROY DRUG WAREHOUSE

> UEO intelligence agents have located a Morey drug processing lab. You must eliminate all of the pirates and their equipment. If the seaQuest leaves any Morey forces behind, they will relocate their lab to a new location.

mission log



ATTACK ON ARC-CON PRISON

> Inmates at a security facility have seized control of the security system and are escaping. Locate and destroy all of the power relays in order to reach and disable the main power relay. The seaQuest must restore order before Morey reinforcements arrive.

RESTORE COLONY LIFE SUPPORT SYSTEM

> Morey forces have endangered a colony by removing six sections of the life support system. Locate each of the pieces inside the colony and return them to the colony's central power structure quickly, or the Moreys will take over the colony.

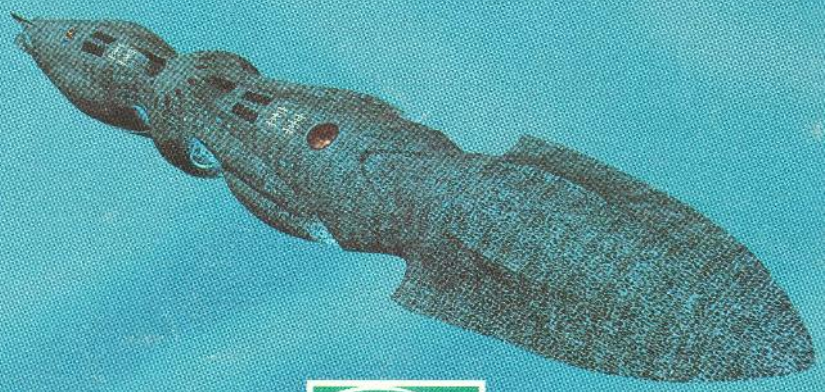
DISARM BOMB IN BATTLESHIP

> The Morey organization has placed a hydrogen bomb inside a sunken battleship. They plan to detonate the bomb, causing a massive earthquake. Since the battleship is located in a deep ocean trench, you will have to use the H-R Probe to reach it.

ENGAGE MOREY PIRATE BASE

> Intelligence sources have located the Morey base of operations. They inform us that the Morey leader i+ +he++ +++ +++++ ++ +

>SATELLITE UPLINK BROKEN * TRANSMISSION LOST * END TRANSMISSION LOG



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